

**Listing of Claims:**

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and underline**, and material to be deleted is in ~~strikeout~~ or (if the deletion is of five or fewer consecutive characters or would be difficult to see) in double brackets [[ ]].

1. (Currently amended) An interactive DVD gaming system comprising:  
a DVD and a controller for use with a DVD player having a maximum of 1 kilobyte of onboard memory, the DVD player being configured to accept game input from the controller and to hold one or more game variables, each game variable having a value;  
wherein the controller includes:  
a communication subsystem configured to provide user-provided game input to the DVD player;  
a first user-operated control operatively coupled to the communication subsystem and having a first button, wherein actuation of the first button causes the communication subsystem to provide a first game input; and  
a second user-operated control operatively coupled to the communication subsystem and having a second button, wherein actuation of the second button causes the communication subsystem to provide a second game input distinct from the first game input; and  
wherein the DVD includes data readable by the DVD player; said data including at least one sequence of audiovisual content and one or more game scripts operable to utilize a maximum of the 1 kilobyte of onboard memory of the DVD player to:  
define a game variable;  
associate a value with a game variable defined;  
change a value of the game variable to a value that is determined **simultaneously** ~~by as a function of both~~ **the type of** game input accepted from a controller and the value of the game variable; and  
control game flow based at least in part on the changed value of one or more game variables.

2. (Canceled)

3. (Original) The system of claim 1 wherein the DVD is formatted according to the DVD-Video Standard.

4-26. (Canceled)

27. (Previously presented) The system of claim 1, wherein the one or more game scripts are further operable to:

associate a first value with a game variable defined; and

change the first value to either a second value upon accepting the first game input from the controller or a third value upon accepting the second game input from the controller.

28. (Previously presented) The system of claim 27, wherein the one or more game scripts are further operable to:

select either a first sequence of audiovisual content if the value associated with the defined game variable is the second value, or a second sequence of audiovisual content if the value associated with the defined game variable is the third value; and

play the selected audiovisual content.

29. (Previously presented) The system of claim 1, wherein the DVD player includes a receiver for receiving wireless signals, and the communication subsystem includes a light emitting diode (LED) configured to transmit wireless signals, and further wherein at least one game input provided by the communication subsystem to the DVD player is a wireless signal.

30. (Previously Presented) The system of claim 1, wherein the one or more game scripts are further operable to format the memory storage means of the DVD player to hold a value associated with the game variable.

31. (Previously Presented) The system of claim 30, wherein the one or more game scripts are further operable to:

select, as a function of both the value associated with the game variable and user-provided input, audiovisual content; and  
play the audiovisual content selected.

32. (Previously Presented) The system of claim 1, wherein the one or more game scripts are further operable to distinguish between first and second game inputs provided by the communication subsystem.

33. (Previously Presented) The system of claim 1, wherein the DVD player includes no more than eight general parameter register memories.

34. (Previously Presented) The system of claim 1, wherein the DVD player includes no more than sixteen general parameter register memories.

35. (Previously Presented) The system of claim 34, wherein the DVD player includes no more than twenty-four system parameter register memories.

36. (Previously Presented) The system of claim 34, wherein at least one general parameter register memory is segmented to hold more than one variable.

37. (Previously Presented) The system of claim 1, wherein the DVD player includes no more than 80 bytes of memory.

38. (Previously Presented) The system of claim 1, wherein the DVD includes an initialization game script operable to format the memory storage means of the DVD player to designate memory to hold values for each variable defined, and to associate an initial value to each variable defined.

39. (Previously Presented) The system of claim 1, wherein at least some of the game scripts are each operable to alter a corresponding game variable.